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6. An industrial controller according to one of the preceding claims,
characterized in that the functionality of the technological objects (TO1 - TOn)
is distributed among control units in equidistant communication with one
5 another in real time with clock synchronization.
7. An industrial controller according to one of the preceding claims,
characterized in that a technological scaling is achieved with regard to the
functionality of the controller due to the additional loadability of technological
10 object types.
8. An industrial controller according to one of the preceding claims,
characterized in that the technological objects (TO1 - TOn) are interleaved to
form complex technological objects, so-called container objects.
- 15 9. An industrial controller according to one of the preceding claims,
characterized in that different views of the technological objects (TO1 - TOn)
are available to a user.
- 20 10. An industrial controller according to one of the preceding claims,
characterized in that feedback-free programming of a technological object
(TO1 - TOn) with respect to the other technological objects and the basic
system of the controller (UMC-K) is provided, unless feedback is explicitly
programmed or designed.
- 25 11. An industrial controller according to one of the preceding claims,
characterized in that the technological objects (TO1 - TOn) are represented
in the engineering system (ES) by graphic elements and/or masks.
- 30 12. An industrial controller according to one of the preceding claims,
characterized in that the technological object types are clustered into
technological packages (TP).

13. A method of programming and designing industrial controllers for technical processes, in particular for production machines, characterized by the use of technological objects (TO1 - TOn) and the sequence of the following steps:

- a) using a basic system (UMC-K) having a basic functionality, preferably neutral as to technology,
- b) instantiation of the technological objects (TO1 - TOn),
- c) interleaving of the technological objects (TO1 - TOn) to form technological objects having a complex functionality,
- d) distribution and/or placement of the technological objects (TO1 - TOn) on the devices (D1, D2)
- e) automatic generation of communication channels between the technological objects (TO1 - TOn),
- f) reusing in particular complex technological objects, already interleaved, in other projects.

14. A method of programming and designing according to Claim 13, characterized in that quality attributes of the technological objects (TO1 - TOn) are taken into account in generating the communication channels.

15. A method of programming and designing according to Claim 13, characterized in that steps b) and e) are optional.

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